

SONY

3-864-049-21 (1)

Cordless Telephone ***with Answering System***

Operating Instructions

EN

Mode d'emploi

F

*Spread
Spectrum* **900** MHz

CALLER ID
with call waiting

SPP-A967

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WARNING

To prevent fire or shock hazard, do not expose the unit to rain or moisture.

To avoid electrical shock, do not open the cabinet. Refer servicing to qualified personnel only.

INDUSTRY CANADA NOTICE

NOTICE: The Industry Canada label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational and safety requirements as prescribed in the appropriate Terminal Equipment Technical Requirements document(s). The Department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection.

The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be coordinated by a representative designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions may give the telecommunications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

Caution: Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician, as appropriate.

NOTICE: The Ringer Equivalence Number (REN) assigned to each terminal device provides an indication of the maximum number of terminal allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the Ringer Equivalence Number of all the devices does not exceed 5.

IMPORTANT INSTRUCTION TO USERS

Your model (SPP-A967) has been approved by the Industry Canada.

Note

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

Privacy of communications may not be ensured when using this telephone.

DIGITAL SECURITY CODE

Your SPP-A967 has been assigned a permanent and unique digital security code out of possible 16.7 million codes.

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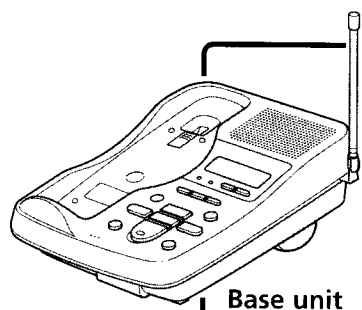
Getting Started

Read this first

Before you use your phone, you must set it up. Here's a quick way to set up your phone: Steps 1, 2, 3 and 4.

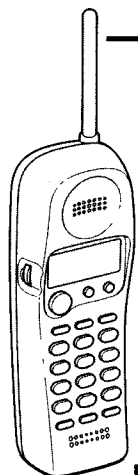
Step 1 (page 5)

First, unpack the phone and the supplied accessories.



Step 2 (pages 6 to 8)

Next, you need to do three things to set up the base unit, including finding the best location for the base unit.



Step 3 (pages 9 to 10)

Then, you need to insert the battery pack into the handset and charge it for more than 12 hours.

Step 4 (page 11)

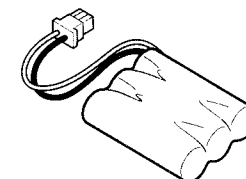
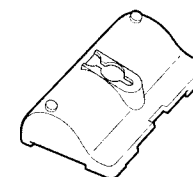
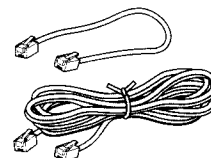
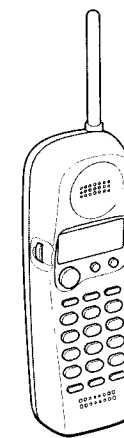
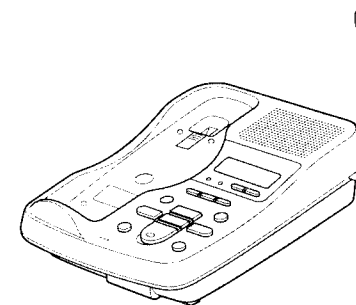
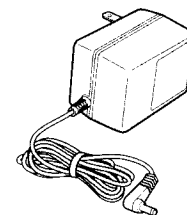
Finally, you need to enter your area code to use the Caller ID service.

That's it!

Step 1

Checking the package contents

Make sure you have received the following items in the package. If anything is missing, contact your local Sony dealer.



Step 2

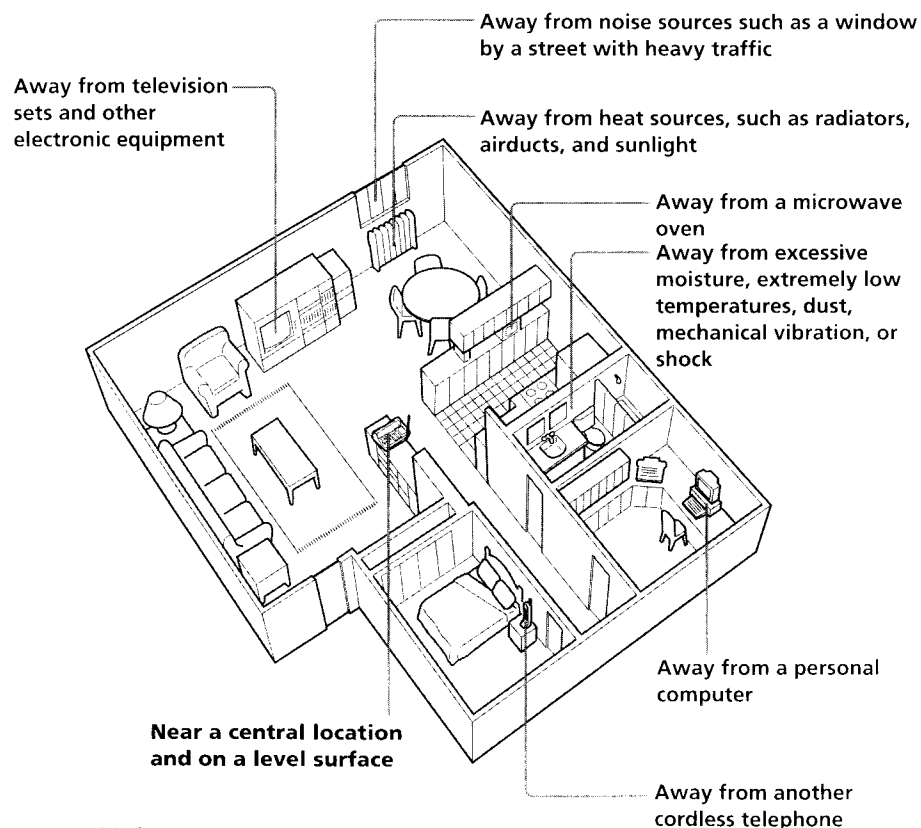
Setting up the base unit

Do the following steps:

- Choose the best location
- Connect the base unit
- Choose the dialing mode

Choose the best location

Where you place the base unit affects the reception quality of the handset.

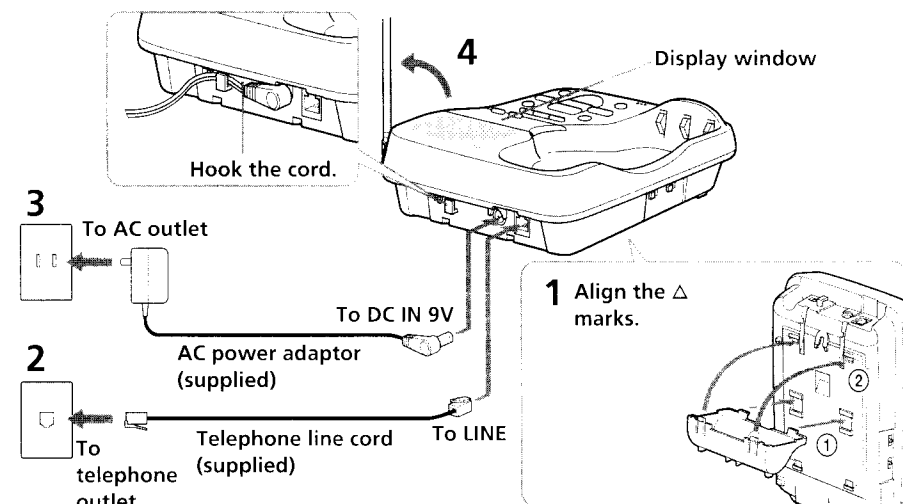


CAUTIONS

- The cordless telephone operates at a frequency that may cause interference to nearby TVs and VCRs; the base unit should not be placed near or on the top of a TV or VCR; and, if interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference.
- Should you experience intermittent loss of audio during a conversation, try moving closer to the base unit or move the base unit from other noise sources.

Connect the base unit

If you want to hang the base unit on the wall, see page 45.



- 1** Attach the wall bracket on the bottom of the base unit as illustrated to use it as a stand.
- 2** Connect the telephone line cord to the LINE jack and to a telephone outlet.
- 3** Connect the AC power adaptor to the DC IN 9V jack and to an AC outlet.
"P" flashes in the display window.
- 4** Raise the antenna. Make sure it points toward the ceiling.

continued

Step 2: Setting up the base unit (continued)

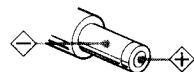
Notes

- Use only the supplied AC-T46 AC power adaptor. Do not use any other AC power adaptor.
- Connect the AC power adaptor to a continuous power supply.
- Place the base unit close to the AC outlet so that you can unplug the AC power adaptor easily.

Tips

- If your telephone outlet is not modular, contact your telephone service company for assistance.
- To remove the wall bracket, press the upper tab.

Polarity of the plug



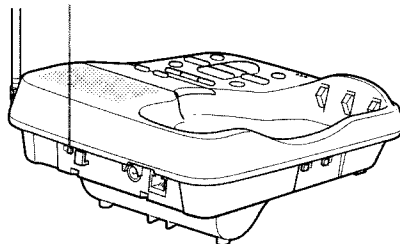
Modular



Choose the dialing mode

For the telephone to work properly, select an appropriate dialing mode (tone or pulse).

DIAL MODE switch



Depending on your dialing system, set the DIAL MODE switch as follows:

If your dialing system is	Set the switch to
Tone	T
Pulse	P

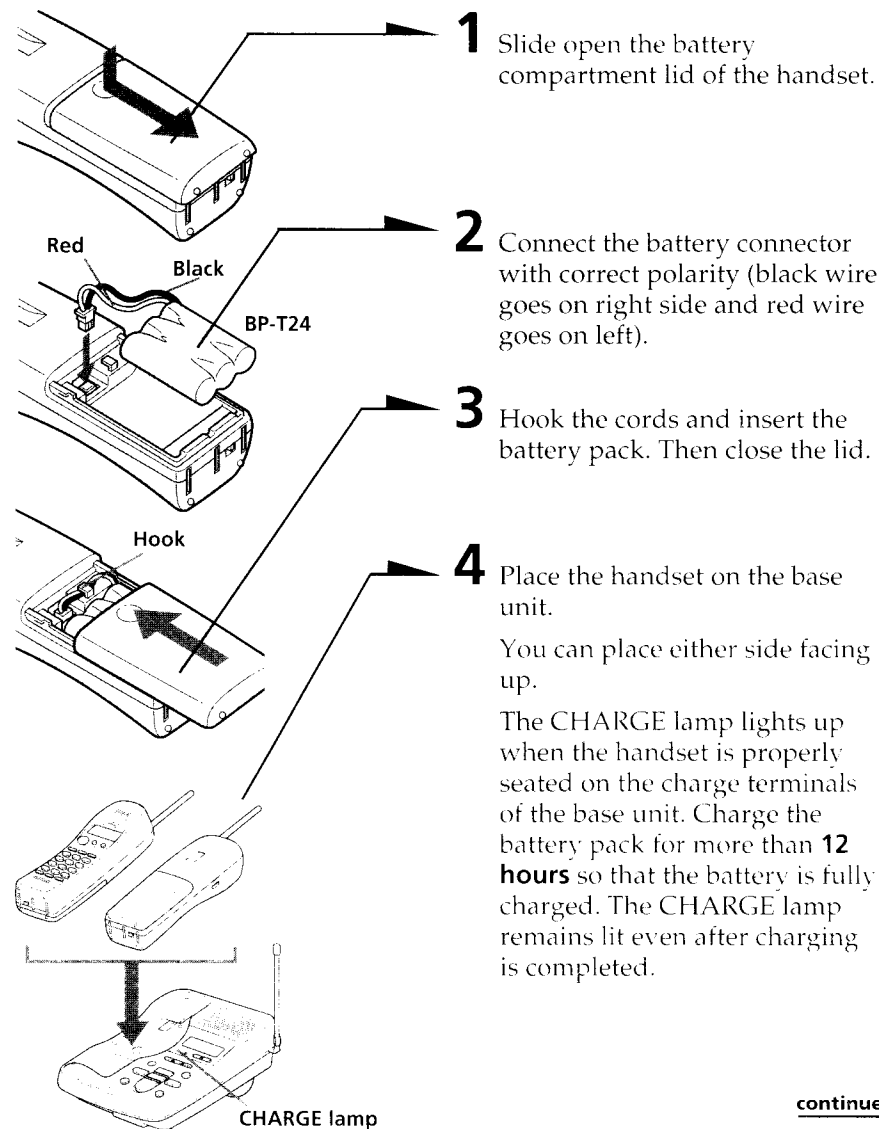
If you aren't sure of your dialing system

Make a trial call with the DIAL MODE switch set to T. If the call connects, leave the switch as is; otherwise, set to P.

Step 3

Preparing the battery pack

Charge the battery pack for more than **12 hours** before you start using your phone.



continues

Step 3: Preparing the battery pack (continued)

Battery duration

A fully charged battery pack lasts for about:

- 6 hours when you use the handset continuously
- 10 days (RING ON mode) or 1 month (RING OFF mode) when the handset is in standby mode.

Notes

- The battery pack will gradually discharge over a long period of time, even if not in use.
- If you leave the battery pack in the handset without charging it, the battery pack will be completely discharged. It may require several times of charging to recover to its full capacity.
- While charging, the battery pack warms up. This is not a malfunction.

To obtain the best performance from the battery

Do not place the handset on the base unit after each call. The battery works best if the handset is returned to the base unit after two or three calls. However, do not leave the handset off the base unit for a long period of time as this will completely discharge the battery pack.

When to purchase a new battery pack

If the battery lasts only a few minutes even after **12 hours** of charging, the usable life of the battery has expired and needs replacement. Contact your local Sony authorized dealer or service center, and ask for Sony **BP-T24** rechargeable battery pack.

Note

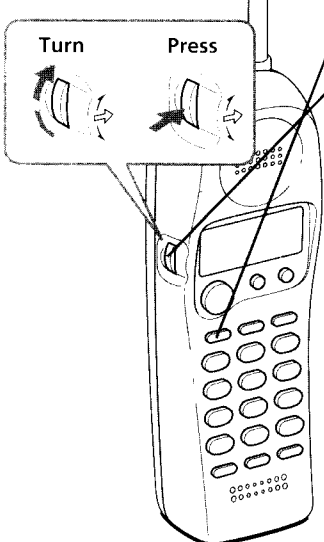
Battery life may vary depending on usage condition and ambient temperature.

Step 4

Entering your area code

When you use this phone for the first time, or move to an area that has a different area code, you must enter your area code.

This is necessary because the phone must distinguish local or long distance calls to properly dial calls from the Caller ID list.



- 1 Press **(VOL/PGM)**.
- 2 Turn Jog Dial up to make "AREA" flash.

DIRECTORY AREA

- 3 Press Jog Dial.
"ENTER AREA CODE" appears on the display.
- 4 Enter three digits of your area code using the dialing keys.
- 5 Press **(VOL/PGM)**.
You hear a long confirmation beep.

Notes

- If an area code is already entered, it appears on the display in step 3. To enter a different area code, see "To change the area code" below.
- Do not allow more than 20 seconds to elapse between each step of the procedure.

Tips

- You may press Jog Dial instead of **(VOL/PGM)** in step 5.
- To check the current area code, perform steps 1 to 3 above. The area code appears on the display for 20 seconds.

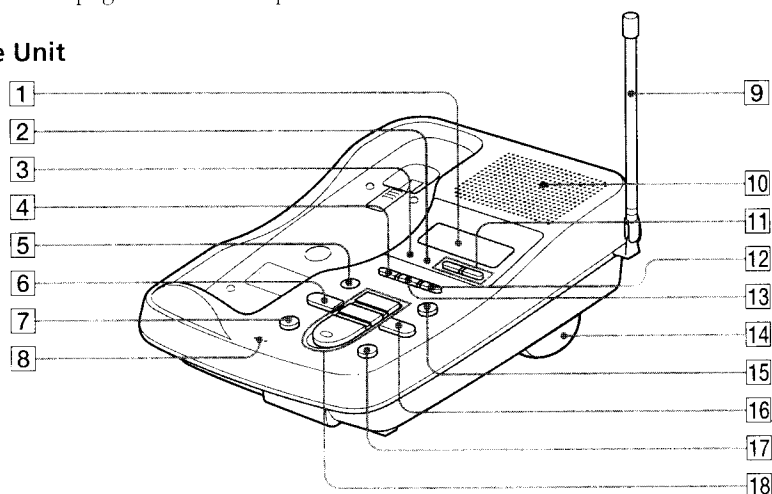
To change the area code

- 1 Perform steps 1 to 3 above.
The current area code appears on the display.
- 2 Turn Jog Dial down to erase the current area code.
- 3 Enter a new area code using the dialing keys.
- 4 Press **(VOL/PGM)**.
You hear a long confirmation beep.

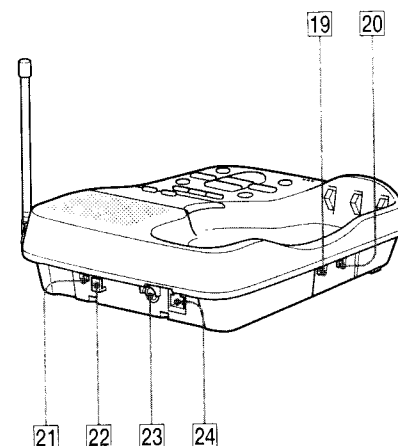
Identifying the parts

Refer to the pages indicated in parentheses for details.

Base Unit



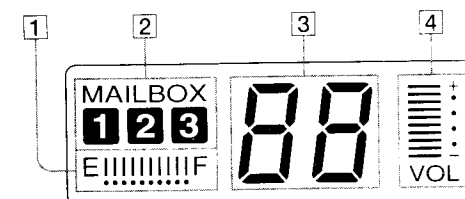
- | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 Display window (p.7, 32) | 9 Antenna (p. 7, 45) |
| 2 IN USE lamp
Lights when the cordless handset is in use. | 10 Speaker |
| 3 CHARGE lamp (p. 9)
Lights while the battery is being charged. | 11 VOLUME +/- buttons (p. 32)
Adjusts the speaker volume. |
| 4 GREETING button (p. 27)
Plays back the greeting message. Also used when recording a greeting. | 12 TIME button (p. 26)
Press when setting the day and time, or to check the current time. |
| 5 ERASE button (p. 28, 32)
Erases the recorded greeting or messages. | 13 SET/REC button (p. 26, 27, 35)
Press to set the time or to record a greeting. Also used when setting the remote ID code (security code). |
| 6 REPEAT/SLOW button (p. 26, 32)
Press to repeat the current message or go back to the previous message. Keep the button pressed for slow playback of messages. | 14 Wall bracket/stand for base unit (p. 7, 45) |
| 7 MEMO button (p. 34)
Records a memo message. | 15 ANSWER ON/OFF button (p. 31)
Turns the answering function on or off. Lights when the answering function is on, and flashes when a new message is recorded. Also used when setting the remote ID code (security code). |
| 8 MIC (microphone) (p. 27, 34) | 16 SKIP/QUICK button (p. 26, 32)
Press to skip to the next message. Keep the button pressed for quick playback of messages. |



- | |
|----------------------------------------------------------------------------------------------------|
| 17 HANDSET LOCATOR button (p. 25)
Allows you to page the cordless handset. |
| 18 PLAY/STOP (MAILBOX 1, 2, 3) buttons (p. 32)
Plays back the messages in each mail box. |
| 19 AUDIBLE INDICATE switch (p. 30)
Selects the answering mode. |
| 20 RINGER SELECT switch (p. 29)
Selects the ring time. |
| 21 DIAL MODE switch (p. 8)
Selects pulse or tone dialing. |
| 22 Hook for AC power adaptor cord (p. 7) |
| 23 DC IN 9V jack (p. 7) |
| 24 LINE (telephone line) jack (p. 7) |

Display

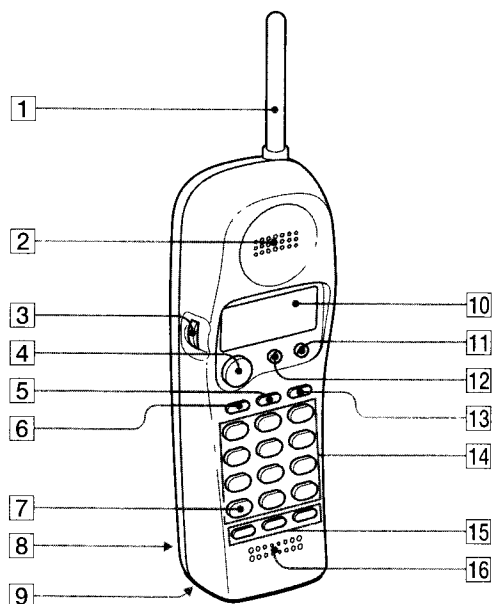
The display on the base unit shows the answering machine operation.



- | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 Memory capacity indicator (p. 30)
Indicates the available memory capacity, from E (Empty) to F (Full), for recording. The bars increase as the available memory capacity decreases. |
| 2 MAILBOX indicator (p. 32)
Displayed when there are messages recorded and when the messages are being played back.
Flashes when there are new messages recorded. |
| 3 Message number indicator (p. 32)
Indicates the number of new messages recorded. "A" appears in the announcement only mode. "F" appears when there is no space to record messages. "P" appears when the power is turned on. |
| 4 VOL (volume) indicator
Indicates the speaker volume. The bars increase as the volume is turned up. |

Identifying the parts (continued)

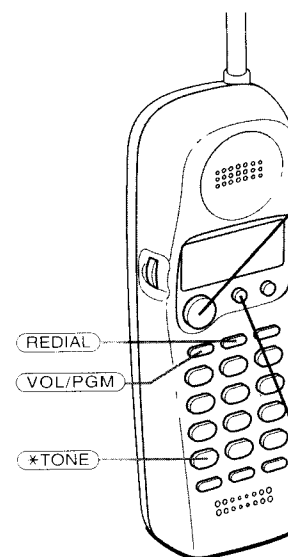
Handset



- | | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>1 Antenna</p> <p>2 Speaker</p> <p>3 Jog dial (p. 11, 21, 38)</p> <p>4 TALK button (p. 15, 33)
Lets you make or receive a call.</p> <p>5 REDIAL button (p. 16)
Redials the last number called.</p> <p>6 VOL (volume) /PGM (program) button (p. 11, 15, 19, 21)
Used to adjust the speaker volume. Also used to store numbers in Phone Directory or for one-touch dialing.</p> <p>7 * TONE button (p. 15, 36)
Allows you to switch temporarily to tone dialing.</p> <p>8 Battery compartment (p. 9)</p> | <p>9 RING switch (p. 10, 18)
Switches the ringing mode.</p> <p>10 Display window (p. 37)</p> <p>11 CALL WAITING/FLASH button (p. 17, 44)
Switches to a second call if you have "call waiting" service, or lets you make a new call.</p> <p>12 OFF button (p. 15)
Allows you to disconnect the call.</p> <p>13 PAUSE button (p. 20)
Inserts a pause in the dialing sequence.</p> <p>14 Dialing keys (p. 15)</p> <p>15 ONE-TOUCH DIAL (A, B, C) buttons (p. 19)</p> <p>16 Microphone</p> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

Basics

Making calls



- 1** Pick up the handset from the base unit.
- 2** Press **TALK** and wait until "TALK" appears on the display. The IN USE lamp on the base unit lights up.
You then hear a dial tone. If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.
- 3** Dial the phone number.
During a conversation, you can adjust the handset volume. Follow the procedure described in the following table.
- 4** When you're done talking, press **OFF** or replace the handset on the base unit.
The display goes off.

Additional tasks

To	Do this
Adjust the handset volume	During phone conversations, press VOL/PGM . Each press of VOL/PGM switches the speaker volume by four levels.
Switch to tone dialing temporarily	Press *TONE after you are connected. The line will remain in tone dialing until disconnected.


Notes

- If the handset beeps every second during conversation and "OUT OF RANGE" appears on the display, move closer to the base unit; otherwise, the call will be disconnected after one minute.
- When you increase the sound volume, in some cases the background noise may be increased as well. You should adjust the volume accordingly.

continued

Making calls (continued)

If the battery becomes weak during a call

The handset will beep every three seconds and  and "BATTERY LOW" appears on the display. Finish your call and charge the battery pack.

For optimum performance, charge the battery for a full 12 hours.

Note that during the first 10 - 15 minutes of charging, the phone will be inactive, i.e., unable to make or receive a call.

After this initial 10 - 15 minutes, you **may** be able to use the phone, but the battery duration will be **very short**; thus it is recommended that you **fully charge** the battery before next use.

Redialing

- 1** Press **TALK** and wait until "TALK" appears on the display. The IN USE lamp on the base unit lights up.
- 2** Press **REDIAL** to redial the number last dialed.

Note
If the number exceeds 32 digits or if it is erased, five short error beeps will alert you that the number cannot be dialed.

To check the phone number before redialing

Without pressing **TALK**, press **REDIAL**.

The number last dialed is displayed for five seconds.

To dial the number, press **TALK** while the number is displayed.

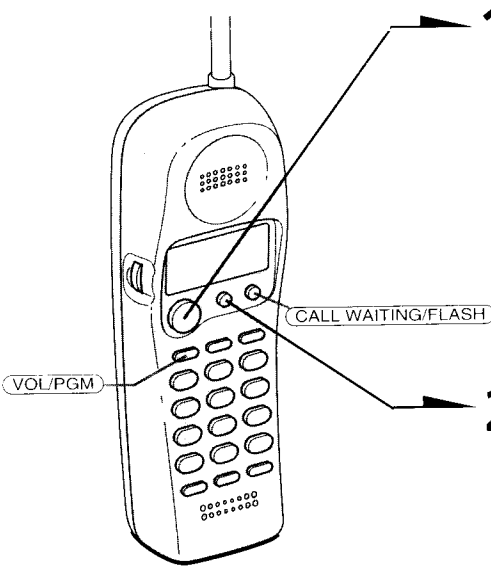
Note
The number will not be displayed if the last dialed number exceeds 32 digits or if it is erased.

To erase the last phone number dialed

While the handset is not in use, press **REDIAL** twice.

The number will be erased from the memory, and you will hear a long confirmation beep.

Receiving calls



1 When you hear the phone ring, pick up the handset from the base unit, and press **TALK**.

"TALK" appears on the display and the IN USE lamp on the base unit lights up.

During a conversation, you can adjust the handset volume. Follow the procedure described in the table below.

2 When you're done talking, press **OFF** or replace the handset on the base unit.

The display and the IN USE lamp on the base unit go off.

If you have subscribed to the Caller ID service

- the caller's number and/or name appears on the display when you receive a call (see page 37).
- the ringer sound changes to a higher tone if the call matches the number stored on ONE-TOUCH DIAL buttons or in the Phone Directory (memory match function; see page 37).

Additional tasks

To	Do this
Adjust the handset volume	During phone conversations, press VOL/PGM . Each press of VOL/PGM switches the speaker volume by four levels.
Switch to another call ("call waiting" service*)	Press CALL WAITING/FLASH . Press CALL WAITING/FLASH again to return to the first caller.

* You need to subscribe to the service from your telephone company.

Tip
To inform you of an incoming call, the display shows ****RINGING**** when ringing.

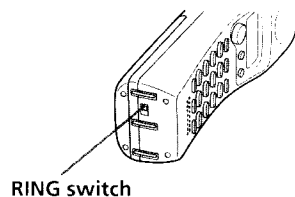
continued

Receiving calls (continued)

To turn the ringer off

Set the RING switch on the bottom to OFF.
You can save battery power.

The handset will not ring. You can still make calls, and also receive calls if another telephone connected to the same line rings to inform you on incoming calls, but you cannot page the handset from the base unit.



Note

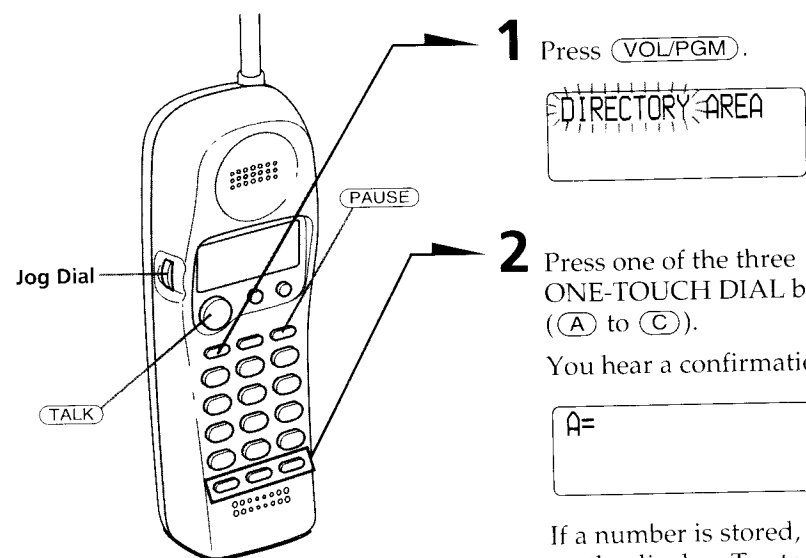
You **cannot receive Caller ID data** when the handset is off the base unit in RING OFF mode. See page 37 for details.

Telephone Features

One-touch dialing

You can dial with one touch of a key by storing a phone number on a one-touch dial button.

Storing phone numbers



1 Press **VOL/PGM**.

DIRECTORY AREA

2 Press one of the three ONE-TOUCH DIAL buttons (**A** to **C**).

You hear a confirmation beep.

A=

If a number is stored, it appears on the display. To store a new number, turn Jog Dial to erase it.

3 Enter the phone number you want to store.

You can enter up to 16 digits, including a tone and a pause, each of which is counted as one digit.

4 Press **VOL/PGM**.

You hear a long confirmation beep, and the number is stored. The display goes off.

continued

One-touch dialing (continued)

Note

Do not allow more than 20 seconds to elapse between each step of the procedure.

Tips

- If you have entered a wrong number in step 3 and have not pressed **(VOL/PGM)** (step 4) yet, just turn Jog Dial down to erase it. Then enter the correct number.
- You may press Jog Dial instead of **(VOL/PGM)** in step 4.

To store a number to be dialed via Private Branch Exchange (PBX)

Before entering a phone number in Step 3 on page 19, do as follows:

- 1 Enter the outside line access digit (e.g., 9).
- 2 Press **(PAUSE)**.

To change a stored number

- 1 Press **(VOL/PGM)**.
- 2 Press one of the ONE-TOUCH DIAL buttons (**(A)** to **(C)**).
The current number appears on the display.
- 3 Turn Jog Dial down to erase the current number.
- 4 Enter a new number.
- 5 Press **(VOL/PGM)**.

Note

You can replace the stored number with a new number, but you cannot just erase it.

Making calls with one-touch dialing

- 1 Press **(TALK)** and wait until "TALK" appears on the display.
- 2 Press one of the ONE-TOUCH DIAL buttons (**(A)** to **(C)**).
The phone number stored on the one-touch dialing button will appear on the display and will be dialed.

To check the phone number before one-touch dialing

While the handset is not in use, press one of the ONE-TOUCH DIAL buttons (**(A)** to **(C)**).

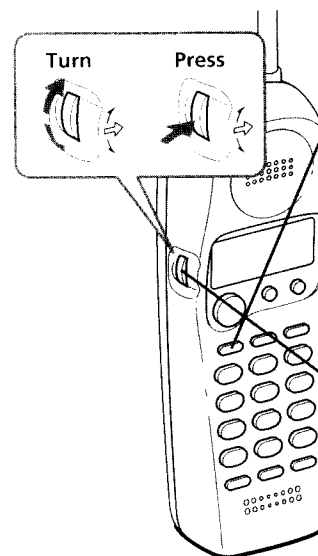
The number stored on the button appears on the display for five seconds. To dial the number, press **(TALK)** while the number is displayed.

Phone Directory

You can dial a number by scrolling through the Phone Directory. You can store up to 50 numbers.

Storing phone numbers and names

Example: to store "SONY" "123-4567".



- 1 Press **(VOL/PGM)**.
(Be sure not to press **(TALK)**.)



If "DIRECTORY" is not flashing, turn Jog Dial down to make it flash.

- 2 Press Jog Dial.
"ENTER NAME" appears.

- 3 Enter the name using the dialing keys. You can enter up to 15 characters.

Press a dialing key until the desired character appears. (See the character table for details.)

Enter successive characters in the same way.

To enter two characters assigned to the same key, or to enter a "space", turn Jog Dial up to move the cursor to the right.

Example: to enter "SONY", press **(7)** four times (S), press **(6)** three times (O), turn Jog Dial up to move the cursor, press **(6)** twice (N), and press **(9)** three times (Y).



Character table

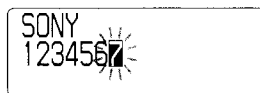
Key	Character
(1)	1
(2)	A → B → C → 2
(3)	D → E → F → 3
(4)	G → H → I → 4
(5)	J → K → L → 5
(6)	M → N → O → 6
(7)	P → Q → R → S → 7
(8)	T → U → V → 8
(9)	W → X → Y → Z → 9
(0)	0
(*)	*
(#)	#

continued

Phone Directory (continued)

- 4** Press **(VOL/PGM)**.
“ENTER NUMBER” appears.

- 5** Enter the phone number.
You can enter up to 16 digits, including a tone and a pause, each of which is counted as one digit.



- 6** Press **(VOL/PGM)**.
You hear a long confirmation beep, and the name and the number are stored. The display goes off.

Notes

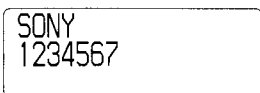
- If you try to save a 51st phone number, you will hear five short error beeps and “MEMORY FULL” will be displayed. You cannot store the phone number. To store another phone number, erase one of the stored phone numbers (see page 23).
- Do not allow more than 20 seconds to elapse between each step of the procedure.

Tips

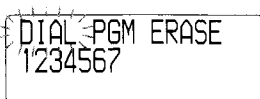
- If you have entered a wrong name or number in step 3 or 5, turn Jog Dial down to erase it. Then enter the correct name or number.
- You may press Jog Dial instead of **(VOL/PGM)** in steps 4 and 6.
- To store a number to be dialed via PBX, follow the steps on page 20 when entering a phone number.

Changing a stored name and/or phone number

- 1** Display the name and phone number you want to change by following steps 1 and 2 on page 24.

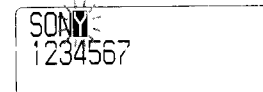


- 2** Press Jog Dial.



- 3** Turn Jog Dial up to make “PGM” flash and press Jog Dial.

The cursor flashes at the last character of the name.



- 4** Turn Jog Dial down to erase the characters and enter the new name.

If you want to change only the number, skip this step.

- 5** Press Jog dial.

The cursor flashes at the last digit of the phone number.



- 6** Turn Jog Dial down to erase the number and enter the new number.

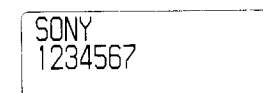
If you don't want to change the number, skip this step.

- 7** Press Jog Dial.

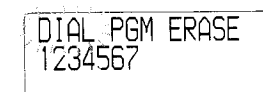
You hear a long confirmation beep and the name and/or the number is changed.

Erasing a memory location

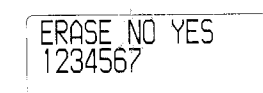
- 1** Display the name and phone number you want to erase by following steps 1 and 2 on page 24.



- 2** Press Jog Dial.



- 3** Turn Jog Dial up to make “ERASE” flash and press Jog Dial.

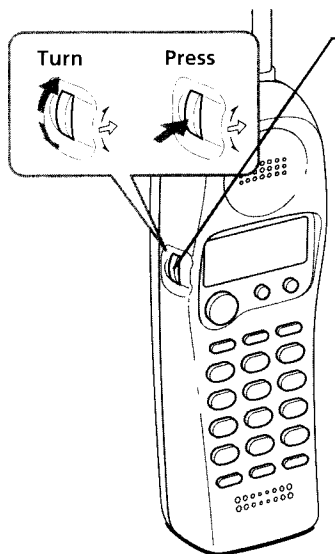


- 4** Turn Jog Dial up to make “YES” flash, then press Jog Dial.
You hear a long confirmation beep and the memory location is erased.

continued

Phone Directory (continued)

Making calls from the Phone Directory

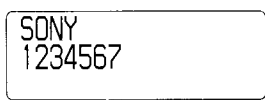


1 Press Jog Dial twice.
"DIRECTORY" appears on the display.

2 Display the name and phone number you want to call.

To search in alphabetical order: Turn Jog Dial up or down.

To search by entering the initial character: Press the dialing key of the desired character, then turn Jog Dial.



3 Press Jog Dial.

4 Press Jog Dial again.

The phone number will be dialed.

Tip

You may press **TALK** to make a call instead of following steps 3 and 4.

About the search order

The names appear in the following order when you turn Jog Dial up or down.

- Alphabetical order: ABC...XYZ ↔ symbols* ↔ * ↔ # ↔ 0 - 9

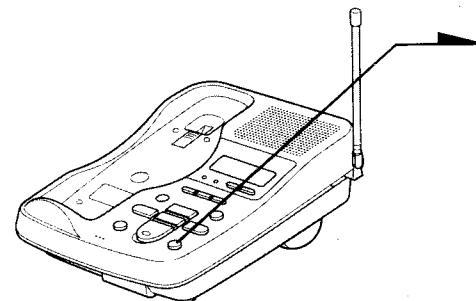
* Symbols appear only when you stored the number having the symbol from the Caller ID list.

- Initial character: To search for "SONY" for example, press **7** and then turn Jog Dial to search through the names starting with P, Q, R, S or 7.

Paging

You can page the handset from the base unit.

Note that you cannot page if the handset is in use.



To page

Press **HANDSET LOCATOR**.

The handset rings.

When you keep pressing **HANDSET LOCATOR**, the handset rings continuously.

Note

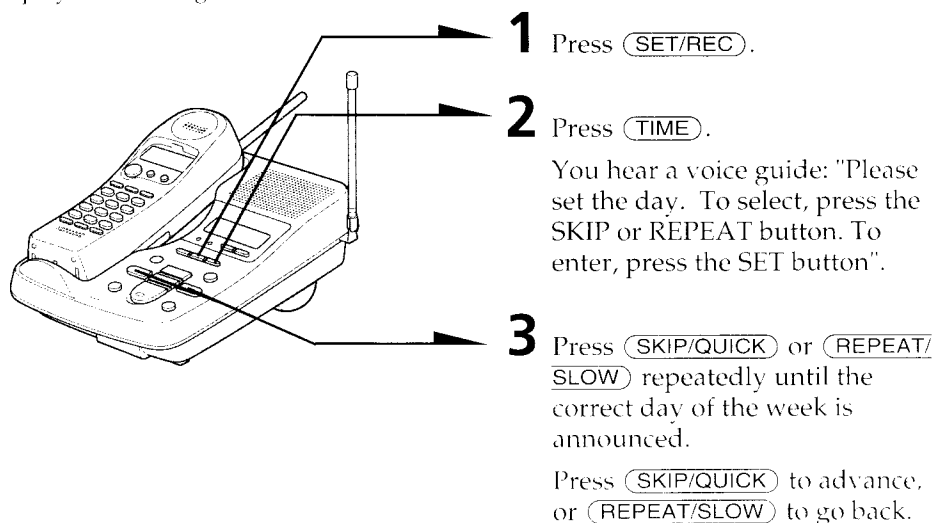
You cannot page the handset when its RING switch is set to OFF.

Preparing the answering machine

Note that you cannot operate the base unit while the handset is in use.

Setting the day and time

Set the day and time so that you can stamp day and time for the incoming messages. You'll hear the recorded day and time when you play back messages.



4 Press **SET/REC**.
You hear a voice guide: "Please set the hour. To select, press the SKIP or REPEAT button. To enter, press the SET button".

5 Press **SKIP/QUICK** or **REPEAT/SLOW** repeatedly until the correct hour is announced.

6 Press **SET/REC**.
You hear a voice guide: "Please set the minute. To select, press the SKIP or REPEAT button. To enter, press the SET button".

7 Press **SKIP/QUICK** or **REPEAT/SLOW** repeatedly until the correct minute is announced.

8 Press **SET/REC**.
You hear a long confirmation beep, followed by the day and time. Then the phone starts counting time.

Notes

- Do not allow more than 20 seconds (or 60 seconds when setting the minute) to elapse between each step of the procedure.
- If a power interruption occurs, the day and time will be erased.
- If the current day and time are not set, you will not hear a time stamp when you play back recorded messages. If you try to check the current time, you will hear five short error beeps.

To check the current time

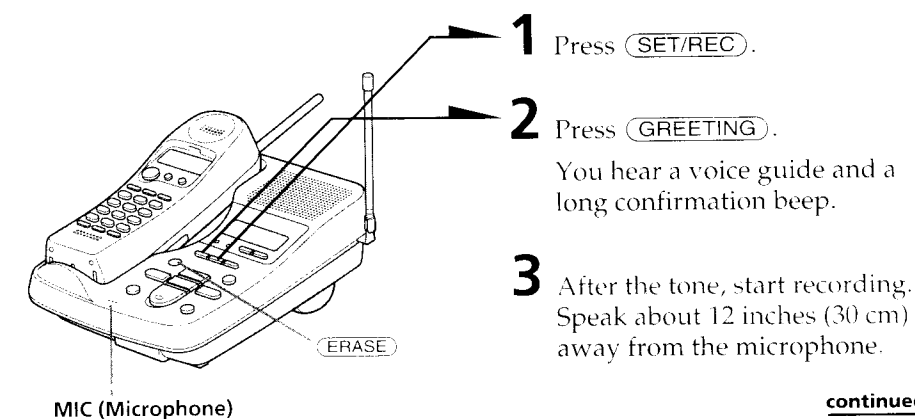
Press **TIME**. You hear the current day and time.

Recording the greeting

This answering machine has prerecorded greetings (see page 28). However, you can record your own greeting.

The greeting must be between two seconds and four minutes long.

You can record only one greeting, and it is used regardless of the answering mode ("normal" and "announcement only" modes. See page 30). Therefore, if you decide to change the mode, make sure that you record a new greeting to match the answering mode.



continued

Preparing the answering machine (continued)

4 Press **(SET/REC)** to stop recording.

The phone automatically replays the recorded greeting.

Notes

- If recording did not succeed, you hear five short error beeps. Start over the procedure.
- If a call comes in or **(TALK)** is pressed while recording a greeting, recording is cancelled. Start over the procedure.
- If you hear five short error beeps while recording, the recording area may be full. In this case, erase unnecessary messages (see page 32).

Tips

- If four minutes have passed in step 3, recording stops automatically.
- To record the greeting from a touch-tone phone, see page 36.

Prerecorded greeting

Normal mode: "Hello, I'm unable to answer your call right now. Please leave your name, number and message after the tone".

ANN ONLY mode: "Hello, I'm unable to answer your call right now. Please call again, thank you".

Tips

- If you wish to record your own "announcement only" greeting, follow the above sequence after setting the AUDIBLE INDICATE switch to ANN ONLY (page 30). Otherwise, the "normal" greeting will be recorded.
- You have to change the message each time you change the mode.

To check the greeting

Press **(GREETING)** to play back the greeting.

To change the greeting

Record a new greeting. The new greeting replaces the old one.

To erase the greeting

Press **(ERASE)** while playing back the greeting.

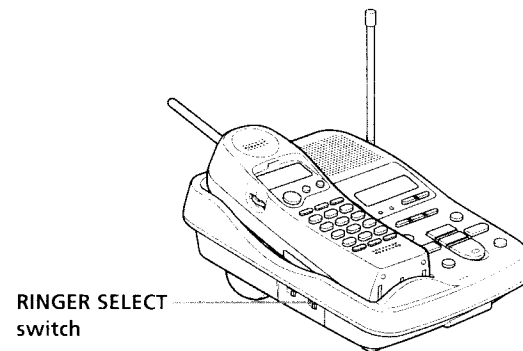
The answering machine will answer a call with the prerecorded greeting.

To go back to the factory preset greeting

Press **(ERASE)** while playing back the greeting. This will bring back the original greeting.

Selecting the ring time

There are three options of ring time. Select the ring time by setting the RINGER SELECT switch.



Set RINGER SELECT to	Mode
TS (Toll Saver)	If new messages have been recorded, the phone answers at the second ring and records incoming messages; if no new messages are recorded, it answers at the fifth ring. When you call from an outside phone and hear more than two rings, you know that there are no new messages. If you hang up at this point before the phone answers, you can save the toll for the call. (see page 36).
5	The phone always answers at the fifth ring and records incoming messages.
2	The phone always answers at the second ring and records incoming messages.

continued

Preparing the answering machine (continued)

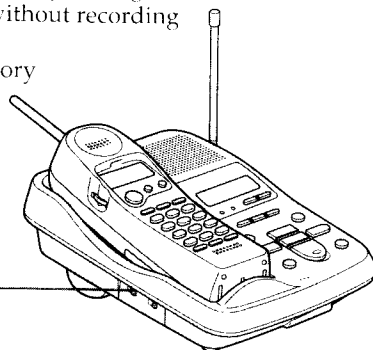
Selecting the answering mode

You can set the answering machine to record incoming messages (Normal mode), or just make an announcement without recording messages (Announcement only mode).

You can record your own greeting, or use the factory pre-recorded greetings.

In the normal mode, you also have the option of having a beep to tell you if you have received any new incoming messages.

AUDIBLE INDICATE
switch



Set the AUDIBLE INDICATE to	When you wish to	Pre-recorded greeting
ON (normal mode)	play a greeting to ask the caller to leave a message and have the phone beep to alert you of recorded incoming messages.	"Hello, I'm unable to answer your call right now. Please leave your name, number and message after the tone."
OFF (normal mode)	play a greeting to ask the caller to leave a message but you do not wish to sound a beep.	"Hello, I'm unable to answer your call right now. Please call again. Thank you."
ANN ONLY (announcement only mode)	make an announcement to the caller without accepting incoming messages when, for example, you are away on a long vacation.	"Hello, I'm unable to answer your call right now. Please call again. Thank you."

Note

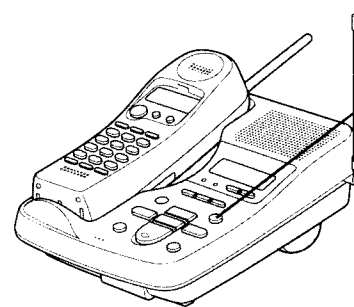
The same greeting is used regardless of the answering mode. Therefore, if you decide to change the mode, make sure that you record a new greeting to match the answering mode.

When the memory is full

The recording area of this phone's memory is about 20 minutes (including the greeting, messages, and memo). If the remaining recording area becomes less than one minute, "F" flashes on the display, and the phone automatically switches to ANN ONLY mode, which does not record messages, and the greeting will be switched to the pre-recorded greeting.

If you wish to record more messages, erase the existing messages (see page 32). You can also erase the messages from an outside phone (see page 36).

Turning on the answering function



Press **ANSWER ON/OFF**
so that it lights up in red.

Note

When the memory is full, you hear five short error beeps and you cannot turn on the answering function. Erase unnecessary messages (see page 32).

Tips

- The answering machine will automatically answer a call after 10 rings even if the answering function is off. The answering function will remain on for all subsequent calls.
- You can also turn on or off the answering function from an outside phone (see page 36).

When a caller calls

The caller can choose one of the two ways to leave a message:

- Select a mailbox by pressing ***1** (MAILBOX 1), ***2** (MAILBOX 2) or ***3** (MAILBOX 3) while the caller hears the greeting. The greeting stops and a beep will sound, then the caller can start recording a message.
- Wait until the greeting finishes, then start recording a message. When the caller does not select a mailbox, the messages goes into MAILBOX 1.

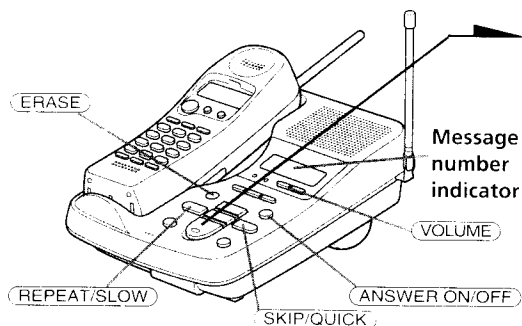
Notes

- If 4 minutes have passed while recording the incoming message, the line is automatically disconnected.
- If the message is shorter than 2 seconds, it will not be recorded.

To turn off the answering function

Press **ANSWER ON/OFF** so that the red light goes off.

Playing back messages



When you come home

If **ANSWER ON/OFF** flashes in red, or the display shows the number of new messages and the **MAILBOX** indicator flashes, press the mailbox button (**MAILBOX 1**, **MAILBOX 2** or **MAILBOX 3**). The machine plays back from the first new message.

Additional tasks when playing back messages

To	Do this
Adjust the speaker volume	Press VOLUME + or - .
Stop playback	Press the mailbox button again.
Replay the messages	Press the mailbox button again.
Skip to the next message	Press SKIP/QUICK while the current message is playing.
Repeat the current message	Press REPEAT/SLOW while the current message is playing.
Go back to previous messages	Press REPEAT/SLOW within the first three seconds of the current message.
Play back slowly	Keep REPEAT/SLOW pressed during playback.
Play back quickly	Keep SKIP/QUICK pressed during playback.

To erase messages

You can erase only the messages you have played back.

- To erase one message, press **ERASE** while the message is being played back.
- To erase all messages in a mailbox, press **ERASE**, and a mailbox button (**MAILBOX 1**, **MAILBOX 2** or **MAILBOX 3**). A long confirmation beep sounds and all messages in the selected mailbox are erased.

Notes

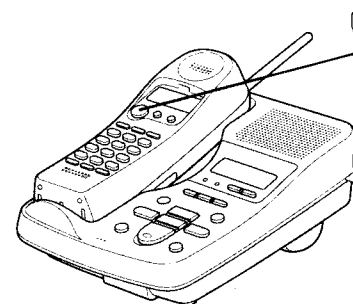
- The display shows the total number of "new" messages. Therefore, it is reset to "0" when you play back all new messages, even they are not erased yet. Be sure to erase unnecessary messages before the memory becomes full.
- When the number of new messages exceeds 99, "99" flashes on the counter.
- If a call comes in during playback, the playback stops.
- If a power interruption occurs or the AC power adaptor is disconnected while erasing a message, all recorded message may be erased.

Tips

You can also listen to the messages or erase the messages from a touch-tone phone (page 36).

Screening incoming calls

You can screen calls by leaving the answering function on (see page 31) while you are at home. When a call is answered, you can hear the message being recorded through the base unit (you cannot hear the message through the handset) but the caller cannot hear you. Then, you can decide whether to answer the call or not. This function is available only on the base unit.



To answer the call

Press **TALK**.

Recording is cancelled and you can speak to the caller.

Note

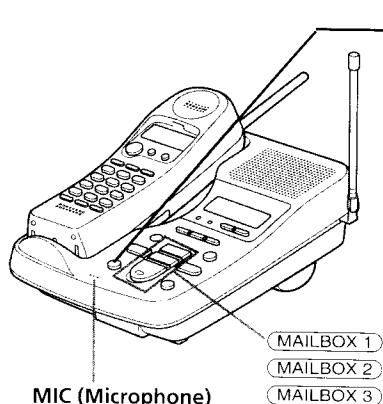
If the volume is set to minimum, you cannot screen the calls.

Tip

You can also answer the call by picking up another phone if it is connected to the same line.

Recording a memo

You can record a "memo" (up to four minutes) as a personal reminder or as a message for other people. You can play back the recorded memo like any incoming messages (see page 32).



- 1** Press **MEMO**.
You hear a voice guide.
- 2** Select a mailbox by pressing **MAILBOX 1**, **MAILBOX 2** or **MAILBOX 3**. You will hear a voice guide, then a long confirmation beep.
- 3** After the tone, start recording. Speak about 12 inches (30 cm) away from the microphone.
- 4** Press **MEMO** to stop recording.
The message number in the display increases by one.

Notes

- If you press **MEMO** when the memory is full ("F" flashing on the display), you hear five short error beeps and you cannot record a memo.
- If a call comes in or **TALK** is pressed while recording a memo, recording is canceled. Start over the procedure.
- If the remaining memory becomes full while recording, recording stops automatically and "F" flashes on the display.

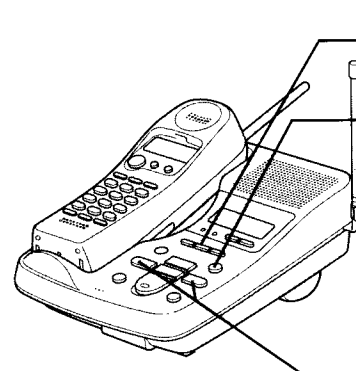
Tip

If four minutes have passed in step 3, recording stops automatically, and the recorded memo is counted as a new message.

Operating from an outside phone

You can call from a touch-tone phone and pick up new messages recorded on the phone. First, you just set the remote ID code (security code) and turn on the answering function before going out.

Setting the remote ID code (security code)



- 1** Press **SET/REC**.
- 2** Press **ANSWER ON/OFF**.
You hear a voice guide: "Please set the security code. To select, press the SKIP or REPEAT button. To enter, press the SET button."
- 3** Set a two-digit number between 00 and 99 by pressing **SKIP/QUICK** or **REPEAT/SLOW**.
Press **SKIP/QUICK** to increase a number, or **REPEAT/SLOW** to decrease.
Each time you press **SKIP/QUICK** or **REPEAT/SLOW**, the phone announces a number.
- 4** Press **SET/REC**.
The remote ID code (security code) is set, and you hear a long confirmation beep.

To change the remote ID code (security code)

Enter a new remote ID code (security code). The new code will replace the old one.

continued

Operating from an outside phone (continued)

Picking up new messages

- 1 Call your phone from a touch-tone phone.
- 2 While you hear your greeting play, press **#**, and your remote ID code (security code).

You hear a long confirmation beep and the greeting stops. Following the voice guide informing you of the number of messages recorded, the phone stands by for you to enter a control code.

- 3 To do other operations, enter the control code within 20 seconds (see the table below). To quit, hang up the phone.

Control codes for remote operations

To	Press
Play back messages in MAILBOX 1	# 1
Play back messages in MAILBOX 2	# 2
Play back messages in MAILBOX 3	# 3
Repeat the current message	# 4 while the message is being played back
Skip the current message	# 6 while the message is being played back
Erase the current message	# 9 while the message is being played back
Erase all messages in MAILBOX 1	# 9 # 1
Erase all messages in MAILBOX 2	# 9 # 2
Erase all messages in MAILBOX 3	# 9 # 3
Record a new greeting (up to one minute)	* 7 . When you hear a long beep, start recording your greeting. Press * * to stop recording.
Turn on the answering function	* 0
Turn off the answering function	# 0
Stop the current operation	* *

If you forgot to turn the answering function on

Call your phone and let it ring 10 times until it answers. Then the answering function automatically turns on.

Note

If you enter a wrong remote security code three times, the line will be disconnected.

To use the toll-saver feature

Set RINGER SELECT to TS. See page 29 for details.

Caller ID Features

Understanding the Caller ID service

Caller ID allows the caller's phone number to be shown on the display before you answer the call. In order to use this feature, you must first subscribe to Caller ID service. The name of this service may vary depending on your telephone company.

To use this feature, be sure to enter your area code (see page 11).

When you receive a call

The phone number appears on the display with the date and time as shown in the following example.

If your Caller ID service includes the caller name service, the caller's name also appears on the display (up to 15 letters).

Caller's name	SMITH JOHN
Caller's phone number	1-201-123-4567
The date and time received*	7.10 PM 4:53

When you answer the call, the Caller ID display changes to the "TALK" display.

* The date and time in the display are transmitted from the telephone company which offers the Caller ID service, therefore may differ from the date and time you set on the base unit.

Notes

- If the RING switch is set to OFF:
 - when the handset is off the base unit, the Caller ID is not displayed, and it is not kept in the Caller ID list (see page 38). If you set it back to RING ON while the phone is ringing, the Caller ID appears from that moment.
 - when the handset is on the base unit, the Caller ID is displayed, and it is kept in the Caller ID list.
- The caller's phone number and/or name will not appear in the following cases:
 - "OUT OF AREA": when the call is made through a telephone company which does not offer Caller ID service (including international calls).
 - "PRIVATE": when the call is "blocked." For privacy reasons, many states allow callers the option to prevent his or her telephone data from being displayed on the other party's Caller ID display.
- If the call is from an office which uses multiple lines, the displayed phone number may not match the number you use to call the extension.

About the memory match function

If you receive a call from a phone number which is stored on one of the ONE-TOUCH DIAL buttons (see page 19) or in the Phone Directory (see page 21), the ringer sound will change to a higher tone from the second ring.

Note

The memory match function does not work with "OUT OF AREA" or "PRIVATE" calls; and it may not work with calls made from an office which uses multiple lines because the number does not always match the one you stored in this phone.

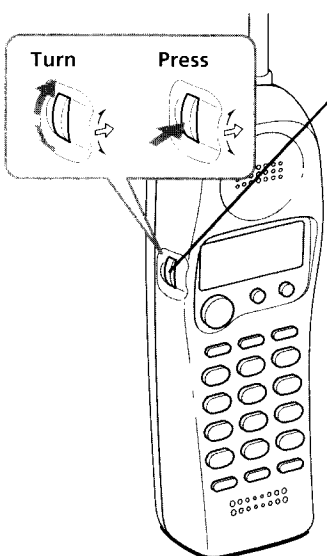
Looking at the Caller ID list

The phone stores the data of the last 20 calls received including "OUT OF AREA" and "PRIVATE" calls. It keeps track of all calls received; even if they were not answered.

However, if the RING switch is set to OFF when the handset is off the base unit, the phone cannot receive the Caller ID data.

Viewing the Caller ID list

You can look through the Caller ID list to check the phone number and/or name of the calls received.



- 1 Press Jog Dial.**
The display shows the number of "NEW" (calls which you have not viewed) and "OLD" (calls which you have viewed) calls.

NEW 08 OLD 12

- 2 Turn Jog Dial.**
The data of the newest call appears for 20 seconds.

SMITH JOHN
1-201-123-4567
NEW 08 7:04 PM 4:53

- 3 Turn Jog Dial down** to display older data or up to display newer data.

Notes

- If a 21st call is received, the oldest data is automatically erased.
- If there is a "NEW" data, you will hear a new call voice guide at the beginning of message playback on the base unit, i.e. "You have one new message and new call".

About the "*" mark

SMITH JOHN *
1-201-123-4567
NEW 08 7:04 PM 4:53

"*" appears if there are more than two calls from the same phone number. The older data will be replaced by the new data, so the calls are counted as only one call.

Erasing data from the Caller ID list

Old data will be erased automatically when a 21st call comes in, but you can also manually erase unnecessary data one by one or erase the entire list.

To erase the phone number one by one

- 1 Display the phone number you want to erase** from the Caller ID list (see page 38).
- 2 Press Jog Dial.**
- 3 Turn Jog Dial up** to make "ERASE" flash and press Jog Dial.
- 4 Turn Jog Dial up** to make "YES" flash, then press Jog Dial.
You hear a long confirmation beep and the data is erased.

SMITH JOHN
1-201-123-4567
OLD 01 7:04 PM 4:53

DIAL PGM ERASE
1-201-123-4567
OLD 01 7:04 PM 4:53

ERASE NO YES
1-201-123-4567
OLD 01 7:04 PM 4:53

continued

Looking at the Caller ID list (continued)

To erase the entire list at once

- 1 Display any Caller ID data.
- 2 Press Jog Dial.
- 3 Turn Jog Dial up to make "ERASE" flash and press Jog Dial.
- 4 Turn Jog Dial up to make "ALL" flash, then press Jog Dial.
- 5 Turn Jog Dial up to make "YES" flash, then press Jog Dial.
You hear a long confirmation beep and the entire list is erased.

SMITH JOHN
1-201-123-4567
OLD 08 7:04 PM 4:53

DIAL PGM ERASE
1-201-123-4567
OLD 08 7:04 PM 4:53

ERASE NO YES ALL
1-201-123-4567
OLD 08 7:04 PM 4:53

ALL ERASE NO YES
1-201-123-4567
OLD 08 7:04 PM 4:53

NEW 00 OLD 00

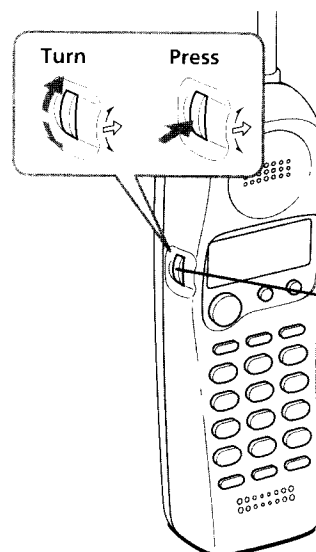
Note

"ALL" appears only when all the data had become "OLD" data. If there is any "NEW" data, you cannot erase the entire list.

Using the Caller ID list

By using the Caller ID list, you can call back a phone number from the Caller ID list easily, or store numbers from the Caller ID list into memory dialing keys.

Calling back a number from the Caller ID list



- 1 Display the phone number you want to call back from the Caller ID list (see page 38).

SMITH JOHN
1-201-123-4567
NEW 08 7:04 PM 4:53
- 2 Confirm the number and press Jog Dial.

DIAL PGM ERASE
1-201-123-4567
NEW 08 7:04 PM 4:53
- 3 Press Jog Dial again.
The phone automatically dials the displayed number.

Notes

- If the number displayed in step 1 is not the one you should call back, you can change the number of digits of the phone number as described on page 43.
- If the phone is connected to a Private Branch Exchange (PBX), you may not be able to call back from the Caller ID list because an outside line access digit is necessary.

Tip

You may press **TALK** to make a call instead of following steps 2 and 3.

continued

Storing a number of the Caller ID list into the Phone Directory

- 1 Display the name and phone number you want to store from the Caller ID list (see page 38).
- 2 Confirm the number and press Jog Dial.
- 3 Turn Jog Dial up to make "PGM" flash and press Jog Dial.
The cursor flashes at the end of the name.
Enter or change the name, if necessary (see page 22).
- 4 Press Jog Dial.
The cursor flashes at the end of the phone number.
Enter or change the phone number, if necessary (see page 22).
- 5 Press Jog Dial again.
You hear a long confirmation beep and the name and number are stored.

SMITH JOHN
1-201-123-4567
NEW 08 7:04 PM 4:53

DIAL PGM ERASE
1-201-123-4567
NEW 08 7:04 PM 4:53

SMITH JOHN
12011234567

SMITH JOHN
12011234567

Notes

- Do not allow more than 20 seconds to elapse between each step of the procedure.
- If the number displayed in step 1 is not the one you should call back, you can change the number of digits of the phone number as described on page 43.
- If the phone is connected to a Private Branch Exchange (PBX), you may need to add an outside line access digit (see page 20).

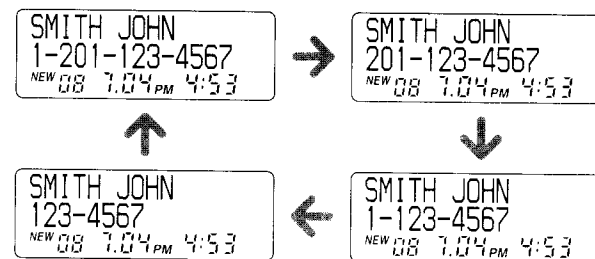
To change the number of digits of the phone number

If the number of digits of the phone number in the Caller ID list is different from the actual phone number, you need to adjust the number of digits of the phone number to call back or store into the phone directory.

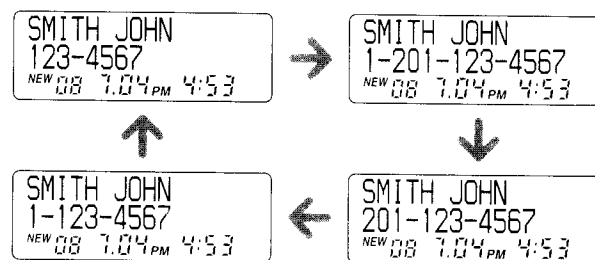
- 1 While the phone number from the Caller ID list is displayed, press **#** repeatedly until the phone number with the correct number of digits appears on the display.

Each time you press **#**, the number of digits changes as follows.

When the area code does not match



When the area code matches



- 2 Continue the operation to call or store the phone number with the correct number of digits (pages 41 and 42).

Notes

- You need to adjust the number of digits each time you call back from the Caller ID list as the changes to the Caller ID data is not stored in memory.
- You may not be able to change the number of digits depending on the Caller ID data.

Using "Caller ID with Visual Call Waiting" service

This telephone is compatible with the "Caller ID with Visual Call Waiting" service. Make sure that your telephone company offers this service.

Like the basic Caller ID service, you need to subscribe to "Caller ID with Visual Call Waiting" in order to use this service.

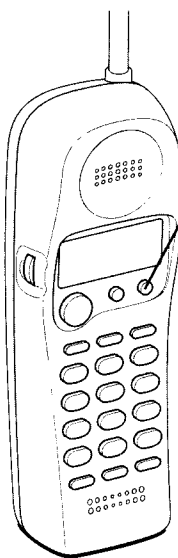
Even though you may have already subscribed to "Caller ID" and "call waiting" as two separate services, you need to request a subscription to "Caller ID with Visual Call Waiting" as a single service.

This is a new service that combines the two services.

Even though you now have a "Caller ID with Visual Call Waiting" compatible phone, unless you subscribe to the combined "Caller ID with Visual Call Waiting" service, you will not be able to see the name and number of the second caller.

When a new call comes in while you are talking, the caller's name and/or phone number of the new call appears on the display for about 20 seconds.

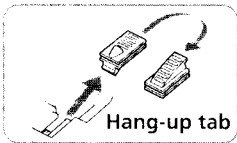
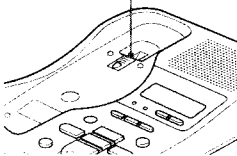
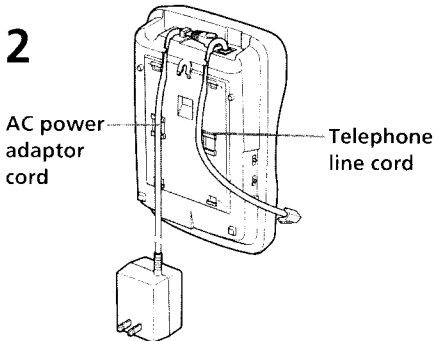
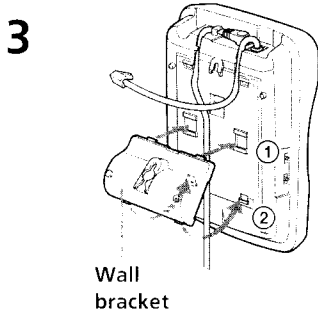
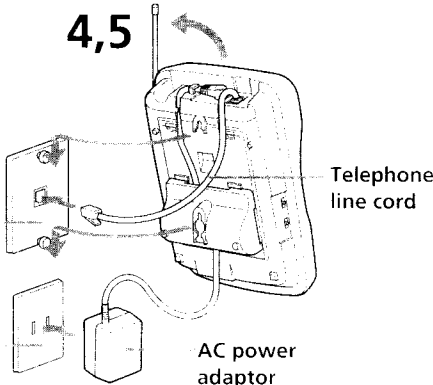
To switch to another caller



- 1** To switch to the new caller, press **CALL WAITING/FLASH**.
- 2** To switch back to the first caller, press **CALL WAITING/FLASH** again.

Additional Information

Mounting the base unit on a wall

- 1** Reverse the hang up tab.
A diagram showing a small rectangular tab being flipped over. The text 'Hang-up tab' is written below it.
- 2** Plug the telephone line cord to the LINE jack and the AC power adaptor to the DC IN 9V jack, and hook the cords. Use the shorter cord for mounting.
A diagram of the base unit with a telephone line cord plugged into the 'LINE' jack and an AC power adaptor plugged into the 'DC IN 9V' jack.
- 3** Attach the wall bracket to the center of the base unit.
Align the Δ marks of the wall bracket with those of the base unit.
A diagram showing the base unit with the wall bracket being attached to its back. Labels point to the 'AC power adaptor cord' and 'Telephone line cord'.
- 4** Plug the telephone line cord to the telephone outlet, and hook the base unit to the wall plate.
A diagram showing the base unit being hooked onto a wall bracket. The bracket is labeled 'Wall bracket'.
- 5** Plug the AC power adaptor to an AC outlet. Then raise the antenna so that it points towards the ceiling.
A diagram showing the base unit mounted on a wall plate. The wall plate is labeled 'Wall plate'. The AC power adaptor is plugged into an 'AC outlet'. The antenna is shown raised. Labels also point to the 'Telephone line cord' and 'AC power adaptor'.

Tip

To remove the wall bracket, press the lower tabs.

Notes on power sources

On battery pack

- Store the battery pack at a temperature between 41°F (5°C) and 95°F (35°C) for best performance.
- If you do not use the handset for a long period of time, remove the battery pack after charging for more than 12 hours.
- Keep the battery pack away from fire.
- Do not short-circuit the battery terminals.
- Do not disassemble the battery pack.

On safety

- Do not unnaturally bend or crimp the cord, and do not place heavy objects on it.
- If the cord or plug is damaged, do not continue to use it. Contact your local Sony dealer for replacement.

On power failure

During a power interruption, you **cannot** make or receive calls, and you **cannot** use the answering machine.

Maintenance

On handling

- Do not attempt to disassemble the casing. Refer servicing to qualified personnel only.
- Do not put foreign objects into the unit. Should any liquid or solid object fall into the unit, unplug the unit and have it checked by qualified personnel before operating the unit any further.
- Do not put anything in the DC IN 9V (external power input) jack.
- Do not drop the unit as a malfunction may result.

On cleaning

- Clean the cabinets with a soft cloth slightly moistened with water or a mild detergent solution. Do not use any type of abrasive pad, scouring powder or solvent such as alcohol or benzine as they may damage the finish of the cabinet.
- If the charge terminals of the base unit and handset are soiled, wipe them with a soft cloth.

If you have any questions or problems concerning your phone, please consult your nearest Sony dealer.

Troubleshooting

If you've experienced any of the following difficulties while using your phone, use this troubleshooting to help you remedy the problem. Should any problem persist, consult your nearest Sony dealer.

	Symptom	Remedy
Making calls	You hear five short error beeps when you press TALK .	<ul style="list-style-type: none"> • Make sure you set up the base unit correctly (page 6). • Move the handset closer to the base unit. • Replace the handset on the base unit, then pick it up and try again. If the handset is on the base unit, pick up the handset and replace it again.
	You hear no dial tone.	<ul style="list-style-type: none"> • Make sure the telephone line cord is securely connected to the telephone outlet (page 7). • Make sure the battery is fully charged (page 9).
	The phone does not connect at all, even though the number you dial is correct.	<ul style="list-style-type: none"> • Make sure the dialing mode is set correctly (page 8).
	The phone doesn't redial correctly.	<ul style="list-style-type: none"> • Make sure the last dialed number is really the one you want to dial.
	You hear five short error beeps when you try to redial.	<ul style="list-style-type: none"> • The number you last dialed exceeds 32 digits (including the tone and pause digits if used). • The number you last dialed is erased.
Receiving calls	The handset does not ring.	<ul style="list-style-type: none"> • Set the RING switch on the handset to ON. • The battery may be weak. Charge the battery for more than 12 hours (page 9). • Make sure you set up the base unit correctly (page 6). • Move the handset closer to the base unit. • Replace the handset on the base unit, then pick it up. If the handset is on the base unit, pick up the handset and replace it again.
	You hear interference during conversation.	<ul style="list-style-type: none"> • Move the handset closer to the base unit. • Place the base unit away from noise sources (page 6).
During conversation	You hear a beep every second during conversation and "OUT OF RANGE" appear on the display.	<ul style="list-style-type: none"> • It is an out-of-range alarm. Move the handset closer to the base unit within one minute.
	You hear a beep every three seconds and OK and "BATTERY LOW" appears on the display.	<ul style="list-style-type: none"> • The battery is weak. Charge the battery for more than 12 hours (page 9). Note that you cannot use the handset without charging it for more than one minute.
One-touch dialing/ Phone Directory	You hear five short error beeps and cannot store a number on a one-touch dial or in the Phone Directory.	<ul style="list-style-type: none"> • Make sure you follow the procedure in storing the number correctly (pages 19 and 21). • Make sure the number (including the tone and pause digits) does not exceed 16 digits.
	You hear five short error beeps when you try to make a one-touch dial call.	<ul style="list-style-type: none"> • You pressed a one-touch dialing button on which no phone number has been stored.
	One-touch dialing or Phone Directory dialing is incorrect.	<ul style="list-style-type: none"> • Store a correct number (pages 19 and 21).

Troubleshooting (continued)

	Symptom	Remedy
Paging	The handset does not ring when calling from the base unit.	<ul style="list-style-type: none"> Set the RING switch to ON.
	You cannot hear anything from the speaker.	<ul style="list-style-type: none"> Use the VOLUME control on the base unit to increase the speaker volume.
Answering machine	No time stamp is heard.	<ul style="list-style-type: none"> Make sure the day and time are set (page 26). The day and time may have been cleared due to a power interruption. Set them again (page 26).
	You cannot record the greeting properly.	<ul style="list-style-type: none"> Keep your message between two seconds and four minutes. Make sure you speak about 12 inches (30 cm) away from the microphone when recording.
	The phone does not record messages	<ul style="list-style-type: none"> Check the answering mode. The phone cannot record messages in ANN ONLY mode (page 30). Make sure that the memory is not full. When the remaining recording area is less than one minute, the phone switches to ANN ONLY mode automatically. The phone does not record a message that is shorter than two seconds. Even if the message is longer than four minutes, the phone only records up to four minutes.
	The phone does not accept your remote ID code (security code).	<ul style="list-style-type: none"> Make sure you call from a touch-tone phone. Make sure you entered your remote ID code (security code) within two seconds after you have entered #.
Operating from an outside phone	You hear error beeps when you enter your remote ID code (security code).	<ul style="list-style-type: none"> Make sure the remote ID code (security code) is correct.
	A long confirmation beep does not sound when you enter your remote ID code (security code).	<ul style="list-style-type: none"> Enter your remote ID code (security code) while the greeting is being played back. Make sure you are calling from a touch-tone phone.
Caller ID	The caller's name and/or phone number does not appear on the display.	<ul style="list-style-type: none"> Make sure you have subscribed to Caller ID service. Caller ID service may not work when the phone is connected to a Private Branch Exchange (PBX). Make sure that the handset is on the base unit or the RING switch is set to ON (page 18). The call is made through company which does not offer Caller ID service. "OUT OF AREA" will appear on the display. The call was "blocked." "PRIVATE" will appear on the display. You answered the call while "**RINGING**" is displayed. Be sure to answer after the Caller ID data is displayed.
	The caller's name and/or phone number does not appear on the display during call waiting.	<ul style="list-style-type: none"> Make sure you have subscribed to "Caller ID with Visual Call Waiting" service (see page 44). Make sure nobody is talking on another phone on the same telephone line.

	Symptom	Remedy
Caller ID	You cannot dial the number from the Caller ID list.	<ul style="list-style-type: none"> Make sure you entered your area code correctly (page 11). You may need to change the number of digits of the phone number (page 43). This function may not work when the phone is connected to a Private Branch Exchange (PBX).
	The memory match function does not work.	<ul style="list-style-type: none"> If the call is from an office which uses multiple lines, the phone number may not match the number you put in the memory. If you stored the phone number with an outside line access digit in the Phone Directory because the phone is connected to a Private Branch Exchange (PBX), the phone number will not match the Caller ID data.
Power source/battery	The CHARGE lamp does not light up when you place the handset to charge.	<ul style="list-style-type: none"> Wipe the charge terminals of the base unit and the handset with a soft cloth for better contact of the charge terminals. Make sure the handset is placed on the base unit properly.
	The battery duration is short.	<ul style="list-style-type: none"> The battery pack was charged less than 12 hours (due to power failure, etc.). The usable life of the battery has expired and needs replacement.

Note

If any of the remedy did not work, there may be something wrong with the handset. Replace the handset on the base unit, then pick it up and try again. If the handset is on the base unit, pick up the handset and replace it again.

Message number indication

The message number indicator on the base unit shows the following information.

When the counter shows	It means
Number (0-99)	Number of messages not yet played back. The indicator shows up to 99 messages. After that, "99" flashes to tell you that there are 100 or more messages.
P	Flashes when the day and time is cleared due to a power interruption, or when you connect the base unit to the AC outlet for the first time (pages 7 and 27).
A	The announcement only mode is selected (page 30).
F	The recording area is full. Erase unnecessary messages (page 32).

Specifications

General

- Spread method
 - Direct-Sequence Spread-Spectrum
- Access method
 - FDMA-TDD
- Frequency band
 - 902 - 928 MHz (100 mW)
- Operating channel
 - 20 channels
- Dial signal
 - Tone, 10 PPS (pulse) selectable
- Supplied accessories
 - See page 5.

Handset

- Power source
 - Rechargeable battery pack BP-T24
- Battery life
 - Standby: Approx. 10 days (RING ON mode)
 - Approx. 1 month (RING OFF mode)
 - Talk: Approx. 6 hours
- Dimensions
 - Approx. 2 ³/₈ x 7 x 1 ¹³/₁₆ inches (w/h/d), antenna excluded (approx. 58 x 177 x 46 mm)
 - Antenna: 2 ⁵/₈ inches (72 mm)
- Mass
 - Approx. 9 oz (approx. 260 g), battery included

Base unit

- Power source
 - DC 9V from AC power adaptor AC-T46
- Battery charging time
 - Approx. 12 hours
- Dimensions
 - Approx. 6 ¹/₄ x 2 ³/₈ x 8 ¹/₂ inches (w/h/d), antenna excluded (approx. 170 x 60 x 214 mm)
 - Antenna: 6 ¹/₂ inches (165 mm)
- Mass
 - Approx. 18 oz (approx. 520 g), wall bracket excluded

Answering machine

- Maximum recording time
 - About 20 minutes, using incorporated IC
- Greeting message
 - Up to 4 minutes
- Incoming message
 - Up to 4 minutes/message
- Memo
 - Up to 4 minutes/message

Design and specifications are subject to change without notice.

RECYCLING NICKEL-CADMIUM BATTERIES



Ni-Cd

NICKEL-CADMIUM BATTERY. BATTERY MUST BE RECYCLED OR DISPOSED OF PROPERLY.

Nickel-Cadmium batteries are recyclable. You can help preserve our environment by returning your unwanted batteries to your nearest Factory Service Center for collection, recycling or proper disposal.

Note: In some areas the disposal of nickel-cadmium batteries in household or business trash may be prohibited.

For the Factory Service Center nearest you call 416-499-SONY (Canada only).

Caution: Do not handle damaged or leaking nickel-cadmium batteries.

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